

*Amsoft*

GOLD

# GOLDEN PATH



## **LOADING INSTRUCTIONS**

CPC 464, 664, 6126 USERS

Set up the system and switch on as described in your instruction manual. Insert disc and type RUN "DISC" and press ENTER. The program will now load and run.

**DO NOT SWITCH ON OR OFF WITH DISC  
INSERTED INTO DISC DRIVE OR DAMAGE TO  
DISC WILL RESULT.**

GOLDEN PATH IS A WORLD IN WHICH THE CHARACTER YOU CONTROL IS CAPABLE OF ALMOST ANYTHING, PROVIDING YOU HAVE THE IMAGINATION AND CUNNING TO GUIDE HIM ON HIS PATH TO ENLIGHTENMENT. WE HOPE YOU ENJOY THIS AMSOFT GAME, LOOK OUT FOR OUR NEW GAME TANK COMMANDER ANYWHERE AMSOFT PRODUCTS ARE SOLD.

## **HOW TO PLAY**

You must explore your world by moving the monk and examining your surroundings. You can manipulate objects, fight, move and use mechanisms with commands from the keyboard and/or a joystick. You have four pockets in which you can carry objects, you can also carry an object in your hands. Whilst you have an object in your hands you cannot jump, fight or pick up anything else.

## **Age Power Lives and Death**

You start the game as a 16 year old novice, you will age as the game goes on, changes to the monk occur at ages 33 and 66, if you reach 99 then you will die. During the game your age can be affected by other factors, you may suddenly age 30 years, you can also be fully rejuvenated to 16. Power is

shown by a line above your pockets, it decreases with normal exploration and if you are hurt whilst in a fight. Some fights are impossible to win by simply fighting and you must be devious to win. Losing in a fight can cause the loss of one of your four lives. If your power reaches zero, you will lose a life, but start the next one at full power.

## **Moving and fighting**

The monk can walk, jump (up, left and right), duck, punch and block, many of your paths are shown on the screen by a golden trail, some that are shown may be dead ends, and many paths are not shown so must be found by exploration. At the edge of the screen you will be moved to a new screen, but beware you may not come on to it from the direction that you expect. At a junction of paths to take a higher path press up and the direction simultaneously (joystick diagonal) and for the lower path do the same with the key for down. If you see the monk dip down or rise up as you are moving it may be a clue to an unmarked path, so slowly experiment going up or down in left and right directions and if it is there you will find it.

**MAKE A MAP** you will need this until you have learnt your way around. If you get stuck on a problem, try exploring more thoroughly as you may well find something to help you solve it. To fight or jump you must press the enter key (or joystick button) and hold it down while you are using the other keys to fight or jump. If you get too close to someone you may not be able to fight effectively, try jumping away from them and then turn on them and try again. Many keys in this game will work simultaneously, try experimenting to see the effects. The monk is capable of many things, most of which you will need, but some which will be used in later games. If in doubt **TRY EVERYTHING**.

## **Pockets and handling of objects**

You have 4 magic pockets in which to carry objects or hide them from view. Keys 1 to 4 select which pocket you are using. You can Fetch something from a pocket into your hands, Store something from hands to pocket. Pick an object up from the ground into your hands, or Drop an object from hands to ground. You can throw an object in your hands up (UP CURSOR key), left or right (LEFT/RIGHT cursor keys).

## **Using mechanisms**

Some objects can be Used for instance if you found a spanner and wanted to use it on a machine. Walk past the machine with the spanner in your hands, simultaneously hold down the U key, and if you have guessed right you will see an effect. (This is purely an example, and not actually from the game). Some mechanisms cannot be picked up, try walking past them with the U key pressed and see if anything happens. Some mechanisms can only be used by a skilled operator and not by you directly, you may however have to supply something necessary for them to use.

## **Description/Pause (ESCAPE KEY)**

A brief description of the area you are in and the objects around you is given, clues are often to be found here. Your score, age and contents of your pockets is also given.

## **CONTROLS:-**

JOYSTICK	KEYBOARD	KEY ACTION
UP		UP
DOWN	\	DOWN
LEFT	Z	LEFT
RIGHT	X	RIGHT

FIRE+UP	ENTER+]	JUMP UP
FIRE+DOWN	ENTER+ \	DUCK
FIRE+LEFT	ENTER+ Z	BLOCK
FIRE+RIGHT	ENTER+ X	PUNCH
FIRE+UP+LEFT	ENTER+ ] + Z	JUMP LEFT
FIRE+UP+RIGHT	ENTER+ ] + X	JUMP RIGHT
	P	PICK UP AN OBJECT
	D	DROP AN OBJECT
	1, 2, 3 OR 4	SELECT POCKET
	S	1, 2, 3 OR 4 STORE OBJECT IN POCKET
	F	FETCH OBJECT FROM POCKET
	CURSOR KEYS	THROW OBJECT IN HANDS
	U	USE OBJECT IN HANDS OR ON SCREEN
	SHIFT	PUSH AN OBJECT
	ESCAPE	DISPLAY STATUS/ DESCRIPTION

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